CLAIMS

1. A system for messaging between a wireless mobile terminal operating on a wireless carrier network and a computer communicating over a packet network, comprising:

a first client running on the wireless mobile terminal for communicating with the computer over the packet network using a push-to-talk mode;

a second client running on the computer for communicating with the wireless mobile terminal over the packet network using a push-to-talk mode; and

a server, communicating over the packet network, for forwarding messages between the first and second clients.

2. The system of claim 1, wherein the wireless mobile terminal and the computer include means for sending and receiving a message type selected from the group consisting of a voice message, a text message, and a combination of the foregoing.

3. The system of claim 1, wherein the server includes a gateway for forwarding one or more messages from the first and second clients to an email server.

4. The system of claim 3, wherein the server includes means for logging into the email server.

5. The system of claim 3, wherein the server includes means for providing voice messages to a client of the email server.

6. The system of claim 1, wherein the server includes a gateway for forwarding one or more messages from the first and second clients to an external instant messaging (IM) service.

7. The system of claim 6, wherein the server includes means for logging into the IM service.

8. The system of claim 6, wherein the server includes means for providing voice messages to a client of the IM service.

9. The system of claim 1, further comprising:

means for storing the messages, accessible by the server, and means for later forwarding the stored messages to one or more recipients.

10. The system of claim 1, wherein the messages including streaming voice.

11. The system of claim 1, wherein the messages include multimedia attachments.

12. The system of claim 1, wherein the server includes an application for establishing communication sessions with the first and second clients.

13. A messaging system, comprising:

a wireless mobile terminal operating on a wireless carrier network for communicating with a networked computer using a push-to-talk mode;

a networked computer for communicating over a packet network with the wireless mobile terminal using a push-to-talk mode; and

a server, communicating over the packet network, for forwarding messages between the wireless mobile terminal and the networked computer.

14. The messaging system of claim 13, wherein the wireless mobile terminal and the computer include means for sending and receiving a message type selected from the group consisting of a voice message, a text message, and a combination of the foregoing.

15. The system of claim 13, wherein the server includes a gateway for forwarding one or more messages from the first and second clients to an email server.

16. The system of claim 15, wherein the server includes means for logging into the email server.

17. The system of claim 15, wherein the server includes means for providing voice messages to a client of the email server.

18. The system of claim 13, wherein the server includes a gateway for forwarding one or more messages from the first and second clients to an external instant messaging (IM) service.

19. The system of claim 18, wherein the server includes means for logging into the IM service.

20. The system of claim 18, wherein the server includes means for providing voice messages to a client of the IM service.

21. The system of claim 13, further comprising:

means for storing the messages, accessible by the server, and means for later forwarding the stored messages to one or more recipients.

22. The system of claim 13, wherein the messages including streaming voice.

23. The system of claim 13, wherein the server includes an application for establishing communication sessions with the first and second clients.

24. A method of messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer, comprising:

starting a client on a device selected from the group consisting of the wireless mobile terminal and the networked computer;

the client sending a login message to a server located outside of the wireless carrier network and communicating with the client by way of a packet network;

the server establishing a communication session with the client in response to receiving the login message;

at the device, selecting one or more recipients for a message, the recipients including the other device from the group consisting of the wireless mobile terminal and the networked computer;

sending the message to the server by way of the packet network using a push-to-talk function provided by the client; and

the server selectively forwarding the message to the recipients or storing the message, based on the respective availability of each of the recipients.

25. The method of claim 24, wherein the message is selected from the group consisting of a voice message, a text message, and a combination of the foregoing.

26. The method of claim 24, further comprising:

the server forwarding the message to an email server.

27. The method of claim 24, further comprising:

the server forwarding the message to an external instant messaging (IM) service.

28. The method of claim 24, wherein the message includes streaming voice.

29. A server, comprising:

a router for communicating with a wireless mobile terminal operating on a wireless carrier network and a networked computer operating on a packet network; and

an application for forwarding messages between a first client on the wireless mobile terminal and a second client on the networked computer, wherein the messages include streaming voice.

30. The server of claim 29, further comprising:

means for establishing communication sessions with the first client and the second client in response to receiving respective login messages.

31. The server of claim 29, wherein the server is located outside the wireless carrier network.

32. The server of claim 29, further comprising:

a gateway for forwarding the messages to an email server.

33. The server of claim 32, further comprising means for logging into the email server as a user.

34. The server of claim 29, further comprising:

a gateway for forwarding the messages to an external instant messaging (IM) service.

35. The server of claim 34, further comprising:

means for logging into the IM service as a user.

36. The server of claim 29, further comprising:

means for storing the messages and means for later forwarding the stored messages to one or more recipients.

37. The server of claim 29, wherein the messages include text.

38. The server of claim 29, wherein the messages are sent using a push-to-talk function provided by the first and second clients.

39. A computer program product stored on a computer-readable medium for permitting messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a packet network, comprising:

program code means for establishing a communication session with a server for communicating with the wireless mobile terminal and networked computer by way of a packet network;

program code means for presenting a user interface for composing a text message;

program code means for recording a voice message;

program code means for presenting a user interface for selecting one or more message recipients, the message recipients including a recipient selected from the group consisting of the wireless mobile terminal and the networked computer;

program code means for sending the voice message to the server for delivery to the message recipients; and

program code means for sending the text message to the server for delivery to the message recipients.

40. The computer program product of claim 39, further comprising:

program code means for sending the voice message as streaming voice.

41. The computer program product of claim 39, further comprising:

program code means for allowing a user to send the voice message and text message using a push-to-talk mode.

42. The computer program product of claim 39, further comprising:

program code means for playing voice messages received from the server.

43. The computer program product of claim 39, further comprising:

program code means for displaying text messages received from the server.

44. The computer program product of claim 39, further comprising:

program code means for accessing a list of message recipients stored at the server.

45. A wireless mobile terminal for operating on a wireless carrier network, comprising:

a memory for storing program code;

a processor, operatively coupled to the memory, for executing the program code;

program code stored in the memory for establishing a communication session with a server capable of forwarding messages to a networked computer by way of a packet network;

program code stored in the memory for recording a voice message;

program code stored in the memory for presenting a user interface for selecting one or more message recipients, the message recipients including the networked computer; and

program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

46. The wireless mobile terminal of claim 45, further comprising:

program code stored in the memory for presenting a user interface for composing a text message; and

program code stored in the memory for sending the text message to the server for delivery to the message recipients.

47. The wireless mobile terminal of claim 45, further comprising:

program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.

48. The wireless mobile terminal of claim 45, further comprising:

a speaker; and

program code stored in the memory for playing voice messages received from the server on the speaker.

49. The wireless mobile terminal of claim 45, further comprising:

a display; and

program code stored in the memory for displaying text messages received from the server on the display.

50. The wireless mobile terminal of claim 45, further comprising:

program code stored in the memory for accessing a list of message recipients stored at the server.

51. A networked device for operating on a wired packet network, comprising:

a network interface;

a memory for storing program code;

a processor, operatively coupled to the memory and the network interface, for executing the program code;

program code stored in the memory for establishing a communication session with a server through the network interface, the server being capable of forwarding messages to a wireless mobile terminal operating on a wireless carrier network;

program code stored in the memory for recording a voice message;

program code stored in the memory for presenting a user interface for selecting one or more message recipients, the message recipients including the wireless mobile terminal; and

program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

52. The networked device of claim 51, further comprising:

program code stored in the memory for presenting a user interface for composing a text message; and

program code stored in the memory for sending the text message to the server for delivery to the message recipients.

53. The networked device of claim 51, further comprising:

program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.

54. The networked device of claim 51, further comprising:

a speaker; and

program code stored in the memory for playing voice messages received from the server on the speaker.

55. The networked device of claim 51, further comprising:

a display; and

program code stored in the memory for displaying text messages received from the server on the display.

56. The networked device of claim 51, further comprising:

program code stored in the memory for accessing a list of message recipients stored at the server.